Instructions for
RASTERBLASTER

"Raster Blaster" is a detailed simulation of pinball, with advanced game features found only in state-of-the-art (1980-81) electromechanical pinball machines. The simulation is complemented by full color high resolution graphics, animation and sound effects, completely interleaved in time. The program itself is approximately 22K of machine code and tables, implementing over 50 graphics and sound processes.

To play Raster Blaster, boot the disk on any Atari 800 with 32K of RAM. The program should enter its "attract mode" if all is well. Start play by pressing one of the joystick buttons.

The program will now allow you to set the game difficulty. Use the OPTION Key to switch between "Easy" and "Hard", and when the selection you want is visible press a joystick button.

Now you may select the number of players. Use the OPTION Key to cycle through the options of one, two, three or four players, and press a joystick button when your choice is visible.

The players now take turns, starting with player number one. To launch a ball, use either joystick to set the force gauge at the bottom center of the screen. Press a joystick button when you are ready to fire, and try to keep the ball in play by pressing the buttons. When the ball escapes, the next player takes his or her turn. The game is over when all players have had five balls.

(over)

The Game Rules:

a) The right flipper rotates the lane lights at the top of the screen, and the ball turns them on. Completing all the lane lights adds 10,000 to your score, advances the bonus multiplier, and lights the raster 'R'.

b) Completing the three right side targets adds 10,000 to your score and lights the blaster 'B'. Lighting both the 'R' and 'B' adds 10,000 to your bonus.

c) Completing all six center targets adds 5,000 to your score and your bonus, and enables Raster Blaster claws. Any balls shot into enabled claws are caught and held for multiple ball play and the player gets another ball.

d) Catching three balls adds 15,000 to your score and 10,000 to your bonus and releases all balls for multiple ball play.

e) The left side spinner awards 600 points for each revolution when hit.

f) The ball saving shields at the bottom of the screen are always enabled in 'Easy' level play. In 'Hard' play they must be turned on by completing the two sets of center targets. They remain on only for the ball in play.

© BudgeCo 1982